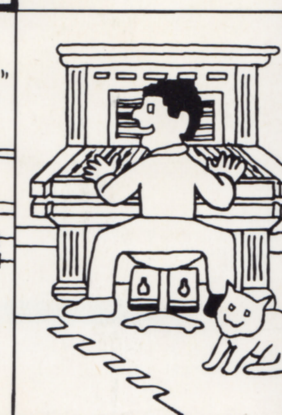
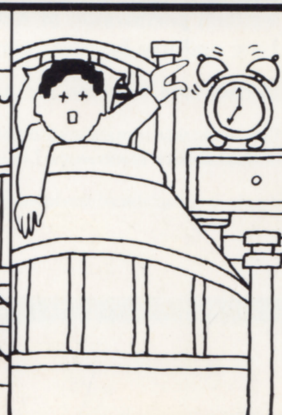
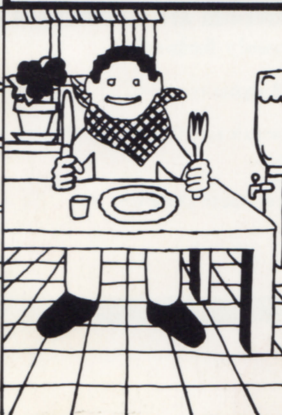


**A Computer  
Owner's Guide to  
the Care of and  
Communication  
With  
LITTLE  
COMPUTER  
PEOPLE**

Instructions For  
Commodore® 64™/128™  
and  
Apple® II Series Computers

**ACTIVISION**  
ENTERTAINMENT SOFTWARE®





Created by Rich Gold.

Designed and produced by Rich Gold, David Crane, and Sam Nelson.

Commodore version by David Crane.

Apple version by Wickstead Associates.

Special thanks to Adam Bellin, Steve Cartwright, Kathy Crane, Hilary Mills, Russell Lieblich, and Steve Young.

*Owner's Guide* by Paula Polley and Sam Nelson.

## ***Let's Get to Know Each Other***

We're working hard to design the kind of computer software you want. And we'd love to hear your comments. Drop us a note. We'll put you on our special mailing list.

Write to:

Consumer Relations  
Activision, Inc.  
P.O. Box 7287  
Mountain View, CA 94039

## ***Copying Prohibited***

This software product is copyrighted and all rights are reserved by Activision, Inc. The distribution and sale of this product are intended for the use of the original purchaser only and for use only on the computer system specified. Copying, duplicating, selling, or otherwise distributing this product without the express written permission of Activision are violations of U.S. Copyright Law and are hereby expressly forbidden.

© 1985, 1986 Activision, Inc. All rights reserved.

Commodore is a registered trademark and Commodore 64 and 128 are trademarks of Commodore Electronics, Limited.

Apple is a registered trademark of Apple Computer, Inc.



---

# Contents

<i>Getting Started</i> .....	1
<i>Moving In</i> .....	3
<i>Care and Feeding</i> .....	4
<i>Recreation and Relaxation</i> .....	7
<i>Keyboard Communication</i> .....	8
<i>Playing Games</i> .....	9
<i>Observations</i> .....	13

## Loading Instructions for Commodore 64 and 128 Computers

1. Start with your computer turned off and the cartridge slot empty. Unplug your printer or printer interface card from your computer. Turn on your computer, disk drive, and monitor or TV if necessary. When the busy light on the drive goes out, insert the Home-On-A-Disk label side up.
2. If you have a Commodore 128, type `LOAD` and press RETURN. Then type `Y` and press RETURN again.
3. Type `load ""A.1` and press RETURN. The home will load automatically, and after a short wait the Home-On-A-Disk gridlock will appear.
4. If you have a Commodore 64, follow step 1 and then type `LOAD ""A.1` and press RETURN. The home will load automatically, and after a short wait the Home-On-A-Disk gridlock will appear.

**CAUTION:** Never turn off your disk drive or remove your Home-On-A-Disk from the drive while visiting your Little Computer Person.

---









## Getting Started

### Loading Instructions for Apple II Series Computers

1. Insert the *House-On-A-Disk*™ in your disk drive, label side up.
2. Turn on your computer and monitor or TV if necessary. The house will load automatically, and after a short wait the House-On-A-Disk guestbook will appear.

Follow the instructions on the screen to turn over the disk.

### Loading Instructions for Commodore 64 and 128 Computers

1. Start with your computer turned off and the cartridge slot empty. Unplug your printer or printer interface card from your computer. Turn on your computer, disk drive, and monitor or TV if necessary. When the busy light on the drive goes out, insert the *House-On-A-Disk*, label side up.
2. If you have a Commodore 128, type **GO64** and press **RETURN**. Then type **Y** and press **RETURN** again.
3. Type **load "\*"8,1** and press **RETURN**. The house will load automatically, and after a short wait the House-On-A-Disk guestbook will appear.
4. If you have a Commodore 64, follow step 1 and then type **LOAD "\*"8,1** and press **RETURN**. The house will load automatically, and after a short wait the House-On-A-Disk guestbook will appear.

**CAUTION:** Never turn off your disk drive or remove your House-On-A-Disk from the drive while visiting your Little Computer Person.





## Entering Your Name

You will be asked to enter your name in the guestbook when you first visit your Little Computer Person (hereafter referred to as your LCP).

Using the keyboard, type your name (first name first) in the spaces provided on the screen. Once you have typed in your name, press **RETURN**.

## Entering the Date

The format for entering the date is **MM/DD/YY**, where **MM** stands for the month, **DD** stands for the date, and **YY** stands for the year. Be sure to enter the numeric digit for each space. Use zeros in front of numbers less than 10.

For example, if you visit your LCP on January 1st, 1987, type **01 01 87**, then press **RETURN**.

## Entering the Time (Commodore Only)

The format for entering the time is **HH/MM**, where **HH** stands for the hour and **MM** stands for the minute. As when entering the date, use zeros in front of numbers less than 10. Type **A** for **AM** or **P** for **PM**.

For example, to enter three minutes past one o'clock in the afternoon, type **01 03**, then **P**, then press **RETURN**.

Twelve o'clock midnight should be entered **12 00 A**, then press **RETURN**. Twelve o'clock noon should be entered **12 00 P**, then press **RETURN**.



## Moving In

The first time you visit your LCP, his house will be empty when it appears on the screen. This is because most LCPs are quite shy and will not readily rush into a new situation. In fact, it may take several minutes before yours actually musters the courage to step inside the new home you're providing for him.

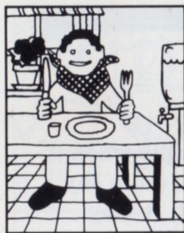
On the other hand, LCPs are also quite loyal. Once yours has moved in, you can expect him to be home on subsequent occasions.

When an LCP enters a house for the first time, he will usually inspect the new home for anywhere from 5 to 10 minutes. Then he'll leave to retrieve his belongings. Yours will probably return shortly with his suitcase. Most LCPs also bring their dog.

Although only one LCP will occupy any given House-On-A-Disk, most computers have more than one LCP living inside of them. In order to contact another LCP in your computer, you would need another House-On-A-Disk.

**NOTE:** Keyboard commands do not function during the move-in sequence.





# ***Care and Feeding of Your Little Computer Person***

***or***

## ***How to Make Sure the Person Inside Your Computer is Healthy, Happy, and Totally at Home***

Although LCPs are basically quite independent, once yours moves into his new home he will be, in a sense, living in your world. So he will need your help in certain areas.

To ensure that your LCP is healthy, see that he always has food and water. (The dog also needs food). Both hunger and dehydration can make LCPs sick. They generally turn green and just lie in bed when they are sick.

Also, because they tend to be quite active, they should not be allowed to sleep too much. They would much rather have your attention.

The following is a list of keyboard operations to help you take optimum care of your LCP.

### **Caring for Physical Needs**

Hold the **Control** key down and press the designated letter to care for your LCP's physical needs.

**CTRL F**—Food is delivered to his front door.

**CTRL W**—Fills the water tank. Each time you press **W**, approximately one glass of water is added to the water tank.



**CTRL A**—Rings the alarm clock.

**CTRL D**—Leaves dog food at the front door. Your LCP will do the rest.

## Caring for Emotional Needs

Addressing the physical needs of your LCP is relatively easy. To know if he needs food or water, you simply look to see if his supply is running low.

Addressing emotional needs, however, takes much more sensitivity and careful study. First of all, you must be aware of his different moods. So far, four distinct moods have been observed in Little Computer People:



**Happy**

He's probably getting plenty of attention.



**Content**

He's fine but could be better.

(See "Mood Boosters.")



**Sad**

Needs mood boosting immediately.





### Sick

This happens when he has gone without food and water for quite a long while.

## Mood Boosters

There are several ways to elevate the mood of your LCP. You'll find that some ways are more effective than others.

**CTRL C**—A phone call. Many LCPs enjoy receiving phone calls—unless they are constantly interrupted to the point of irritation.

**CTRL P**—Physical contact (or "petting"). In order to pet your LCP, he must be sitting in his easy chair in the living room. To call him to the chair, press **CTRL P**—he'll know you want to pet him.

**CTRL R**—Leaves a record for your LCPs' stereo at the front door.

**CTRL B**—Leaves a book at the front door (Commodore only).

**Playing Games**—This is one of all LCPs' favorite pastimes, so naturally it makes them feel great. (For more on playing games, see page 9.)



## ***Recreation and Relaxation***

Most LCPs are very good at entertaining themselves. They're good pianists and can play compositions from classical to jazz. They also like their record collections. In fact, albums make great gifts for them (see page 6).

Some LCPs exercise frequently. Many seem to enjoy playing with their computers or sitting down in their easy chairs with the newspaper. You may even be able to talk them into building a fire in the fireplace. (See "Keyboard Communication," next section.)





## Keyboard Communication

You can communicate quite extensively with an LCP by typing sentences using the computer keyboard. These sentences can be in the form of questions, suggestions, or requests. They'll evoke a wide range of responses and reactions from your LCP.

Here are a couple of requests that other friends of LCPs have tried:

Please type a letter to me.

Please light a fire.

LCPs are especially responsive to good manners. So remember to incorporate words like "please" and "thank you" into your requests.



## Playing Games

Almost all LCPs like to play games, although each LCP has his own individual favorites. Here are a few of the games along with simple instructions for playing them.

An LCP will usually allow you to make the game selection. He will knock on the glass of your TV or monitor to get your attention and ask you to select a game from the list at the top of the screen. Type in the number of the game you want to play.

### Anagrams

When you play anagrams with your LCP, he'll insist on being the one to think of the word. You'll be the one who unscrambles it.

A scrambled version of the word he's thinking of appears in big type on the screen. You type what you think is the correct word, and he will tell you whether your guess is right or wrong. He'll let you guess 8 or 9 times before he tells you the word.

If you need a hint, press **F3** (Commodore) or **1** (Apple). Each time you do so, one letter will assume its correct place in the scrambled word.

For example, suppose the word the LCP is thinking of is **CAT**. If the scrambled letters are **ATC**, then pressing **F1** (Commodore) or **1** (Apple) will leave **CTA**. The **C** switches with the **A**, thus putting the **C** in the proper location for the answer.

**NOTE:** An LCP will not give you two hints in a row. You must guess at least once between hints.

Press **F7** (Commodore) or **0** (Zero—Apple) to quit this game.





## Card War

This is a simple game in which you are dealt 26 cards from a 52-card deck. (LCPs always prefer to deal).

You both draw the top card from your pile. Your LCP will show you his card first. To show your card, press **F1** (Commodore) or **A** (Apple) as indicated by the command menu in the upper right corner of the screen. Whoever has the higher card wins the hand, and both cards are added to the winner's stack.

When both cards shown are of equal value, this is called **WAR**. At this point, your LCP deals out four more cards to himself and four more cards to you, face down. He will then turn over his last card; press **F1** (Commodore) or **A** (Apple) to show your last card. Whoever has the higher card wins the hand, and all of the cards on the table are added to the winner's stack.

If the last cards shown during a **WAR** are of equal value, then your LCP continues to deal 4 more cards each until someone wins the hand using the same rules.

The game is over when one of you has all 52 cards. You can press **F10** (Commodore) or **D** (Apple) at any time if you decide that you want to quit.

## 5-Card Draw Poker

Standard poker rules apply. As usual, your LCP will probably insist on being the dealer. You're just going to have to go along with it.

You both start out with 400 poker chips, as displayed at the top left of the screen. Your number of chips is below his. Bets and raises are limited to 20 chips each.

Press **F1** (Commodore) or **A** (Apple) to **ANTE UP** one poker chip and begin the game.

The LCP will deal each of you 5 cards (yours are face up) and asks if you feel lucky (he is really asking you if you want to bet any chips).



The menu in the upper right corner gives you three choices.

**BET F1 or A**—BETS one poker chip every time you press F1 or A.

**ENTER F3 or B**—ENTERS your bet.

**PASS/CLR F5 or C**—Lets you **PASS** when you feel you have a weak hand and do not want to bet, or **CLEAR**s your bet if you decide to bet a different amount.

After you make a bet or pass, the LCP will either match your bet or pass. When the LCP asks if you want cards, press any combination of numbers from 1 to 5 on the keyboard to discard the cards that you don't want. (As examples, to discard the card on the far left, press 1. To discard the card second from the far right, press 4.) Press the number again to make your original card reappear. You can discard all five of your cards if you like.

Once you've discarded the cards that you don't want, press **F1** or **A** to **DRAW** replacement cards. Your LCP deals them to you.

If you want to keep all 5 of your original cards, press **F3** or **B** to **STAY**. You will not be dealt any replacement cards.

Your LCP then tells you on the screen how many cards he discards and deals himself replacement cards.

You now have the option to make another bet. (See **BET**, **ENTER**, **PASS/CLR** above.)

At this point, your LCP may raise his bet and give you two choices:

**SEE\* F1 or A**—Lets you match his bet.

**FOLD F3 or B**—Lets you abandon the hand, losing whatever you've bet so far.





\*If you opt to **SEE**, you'll be given three more choices:

**RAISE F1 or A**—Lets you **RAISE** the bet even higher.

**ENTER F3 or B**—**ENTERS** your raise.

**CALL F5 or C**—Stops betting for that hand and lays the cards on the table.

After each hand you have the option to **QUIT** the game (**F10 or D**).



## Observations

Use this section to record your observations. You will quickly start to notice distinct character traits in your particular LCP.

**Moving In**

**Date**

**Time**

Unusual Activities:

**Appearance**

**Hair:**

**Clothing:**

**Name of Little Computer Person:**

**Appetite:**

**Sleeping Habits:**

**Overall Health:**

**Predominant Moods:**

**Housekeeping Hints:**

**Hygiene:**

**Moods:**

**Musical Ability:**

**Game-Playing Aptitude:**

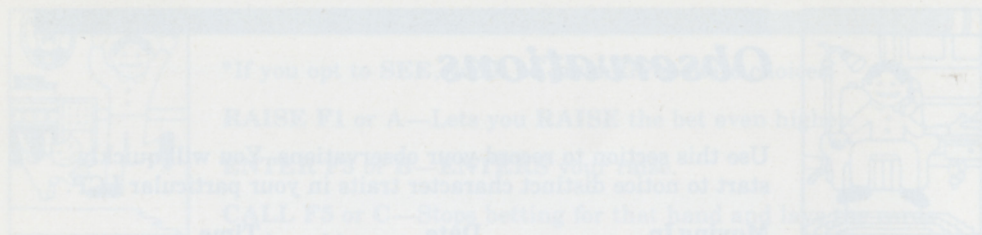
**Letter-Writing Ability:**

**Forms of Relaxation:**

Remember to sign your Deed of Ownership. Then mail it along with any data, statistics, and other unusual findings to:

**The Activision Little Computer People Research Group  
Box 7287  
Mountain View, CA 94039**





Use this section to record your observations. For each observation, start by noting distinct character traits in your participant's behavior. Then, describe the situation and the person's response.

Appearance

Height

Name of Little Computer Person

Age

Sleeping Habits

Overall Health

Prevalent Moods

Interpreting Hints

Hygiene

Gender

Mental Ability

Game-Playing Attitude

Letter-Writing Ability

Form of Relaxation

Remember to sign your Book of Observations. Then mail it along with any data, statistics, and other unusual findings to:

The Activation Little Computer People Research Group

Box 1281

Mountain View, CA 94039

# **Activision Limited 90-Day Warranty**

Activision, Inc. warrants to the original consumer purchaser of this computer software product that the recording medium on which the software programs are recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium is found defective within 90 days of original purchase, Activision agrees to replace, free of charge, any product discovered to be defective within such period upon receipt at its Factory Service Center of the product, postage paid, with proof of date of purchase.

This warranty is limited to the recording medium containing the software program originally provided by Activision and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties applicable to this product are limited to the 90-day period described above. If the recording medium should fail after the original 90-day warranty period has expired, you may return the software program to Activision, Inc. at the address noted below with a check or money order for \$7.50 (U.S. currency), which includes postage and handling, and Activision will mail a replacement to you. To receive a replacement, you should enclose the defective medium (including the original product label) in protective packaging accompanied by: (1) a \$7.50 check, (2) a brief statement describing the defect, and (3) your return address. EXCEPT AS SET FORTH ABOVE, THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE, AND NO OTHER REPRESENTATION OR CLAIMS OR ANY NATURE SHALL BE BINDING ON OR OBLIGATE ACTIVISION. IN NO EVENT WILL ACTIVISION BE LIABLE FOR SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGE RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THIS PRODUCT, INCLUDING DAMAGE TO PROPERTY AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURY, EVEN IF ACTIVISION HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM STATE TO STATE.

## **Warning**

Any attempt to duplicate this product may damage it. Such damage is not covered by the warranty. U.P.S. or registered mail is recommended for returns.

Please send to:

---

WARRANTY REPLACEMENTS  
Activision, Inc.  
2350 Bayshore Parkway  
Mountain View, CA 94043

---





© 1986 ACTIVISION, INC.

G-943-36